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North Dakota Chess Association

Dedicated to Chess and Education
www.geocities.com/NDCA/

Club Kasparov Announces World School Chess Championships

[Michael Khodarkovsky] - Attention chess students! Technology and innovation will be combined in the year 2000 to bring an exciting, new Scholastic Chess event that students across the globe will participate in. Club Kasparov (headquartered in New York City, NY) has announced the ***World School Chess Championships***.

The format for the event will be a knock-out system which will parallel the popular NCAA "March Madness" Basketball Championship. There will be 8 Tournament Zones worldwide (4 in the United States and Canada based on Time Zones, and 4 from Europe). Zone matches will be played by six-member teams over the internet at time control of Game/30 minutes. Zone Champions will play each other to determine Conference Champions, and then Conference Champions would play each other to determine Continent Champions. Finally, the Continent Champion teams would play face-to-face at a determined site, to declare the "World School Chess Champions".

World Champion Garry Kasparov will personally give two simultaneous exhibitions. One exhibition would be played against the World School Champion Team and the other a selected All Star Team from the Continent Champions.

There is no cost for participating in this tournament. No entry fees for either the players or the schools make this a tournament that will provide students with an opportunity they will cherish for the rest of their lives. Prizes include medals, trophies, placques, computers, software, and other special items.

In addition, profiles of the players, their schools, and their coaches will be posted on the Kasparov World Wide Website (www.ClubKasparov.com) for everyone to see. Also available on this Website will be game analysis, standings, lessons and review, chat rooms, and Grandmaster comments.

Coaches and chess organizers should take notice that spaces for teams are limited. The deadline for entry in this historic event is January 31, 2000. An entry form for the event can be found on page 9 of this newsletter. For more information, contact Mr. Michael Khodarkovsky, Chief Educational Content Officer at (973) 299-0952 or email: mkhodarkovsky@yahoo.com

NDCA Dues

NDCA dues are required of all chess players residing in North Dakota that play in USCF rated tournaments. Annual membership dues are $7 per year, or $5 for ages 18 and under. Please check the membership expiration date on your newsletter mailing label! Don't miss the next issue by letting your NDCA membership expire!

Dues, Chess Club Announcements, Tournament Announcements, game scores, and comments for the February 2000 newsletter should be sent to:

Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726
or **brianethompson@yahoo.com**

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February 2000 newsletter must be received by XXXpm on January 30th.

Chess Clubs

The **ChessNuts Chess Club** meets every Friday night at the downtown Moorhead Subway from 8:00 p.m. to midnight. There are no fees or dues of any kind. Club ratings are generated based on G/15 results. For more information, contact Brian Thompson at (701) 298-0602. **SPECIAL NOTE:** ChessNuts will not meet on December 24th (Christmas Eve) or December 31st (New Years Eve).

The **UND Chess Club** meets Wednesday nights at 7:00p.m. in the Mandan room of the Student Union Building. There are no fees or dues of any kind. For more information, contact Dale Sailer at (701) 775-6692. **SPECIAL NOTE:** Since the Student Union Building is closed during the Christmas break, the UND Chess Club will not meet during this time.

The **Big-Man Chess Club** meets Thursday nights at 7:00p.m. at the Bismarck Barnes & Nobel Book Store. There are no fees or dues of any kind. Club ratings are generated based on club game results. For more information, contact Nolyn Falcon at (710) 223-9102.

Tournament Schedule

Rated Tournament - January 22, 2000 at West Fargo High School, 801 9th Street East. Register 8:30am - 9:00am, games begin at 9:15am. Bring USCF and NDCA membership info. Bring clocks if you have them.

G/60, Trophies, medallions and ribbons.

For info call Art Bayley at (701)239-4985 or cell (701)799-0128.

Rated Tournament - February 19, 2000 at West Fargo High School, 801 9th Street East. Register 8:30am - 9:00am, games begin at 9:15am. Bring USCF and NDCA membership info. Bring clocks if you have them.

Above 1200 rating - EF: $10, TC: G/90, Cash prizes.

Below 1200 rating - EF: $4, TC: G/60, Trophies, medallions and ribbons.

For info call Art Bayley at (701)239-4985 or cell (701)799-0128.

Rated Tournament - March 18, 2000 at West Fargo High School, 801 9th Street East. Register 8:30am - 9:00am, games begin at 9:15am. Bring USCF and NDCA membership info. Bring clocks if you have them.

Above 1200 rating - EF: $10, TC: G/90, Cash prizes.

Below 1200 rating - EF: $4, TC: G/60, Trophies, medallions and ribbons.

For info call Art Bayley at (701)239-4985 or cell (701)799-0128.

2000 ND Closed - May 12-14, 2000 at the Doublewood Inn, Bismarck.

Friday (May 12): Speed Chess Round Robin Tournament. Registration from 7:00pm to 7:20 pm with the first round beginning at 7:30pm. EF: $1.00 (winner takes all prize fund). NDCA membership required. Unrated.

Saturday (May 13): North Dakota Championship Tournament. Register at the Friday night Speed Tournament, or from 8:00am to 9:00am Saturday. EF: $25.00, with a $5 discount to those staying at the Doublewood Inn (room number required for discount). Juniors (18 and under) and Seniors (55 and over) receive a $5 discount. Six round, Swiss System computer pairing.

Saturday: 10am (G/60M), 1pm (G/90M), 4pm (G/90M), 8pm (G/2H).

following rounds in order to finish each days' events as early as possible. One ½ point bye is available for rounds 1 thru 5 (notify the director before the start of the first round). Both USCF and NDCA memberships required. For more information, contact Brian Thompson at (701) 298-0602.

Mike's Advice Corner

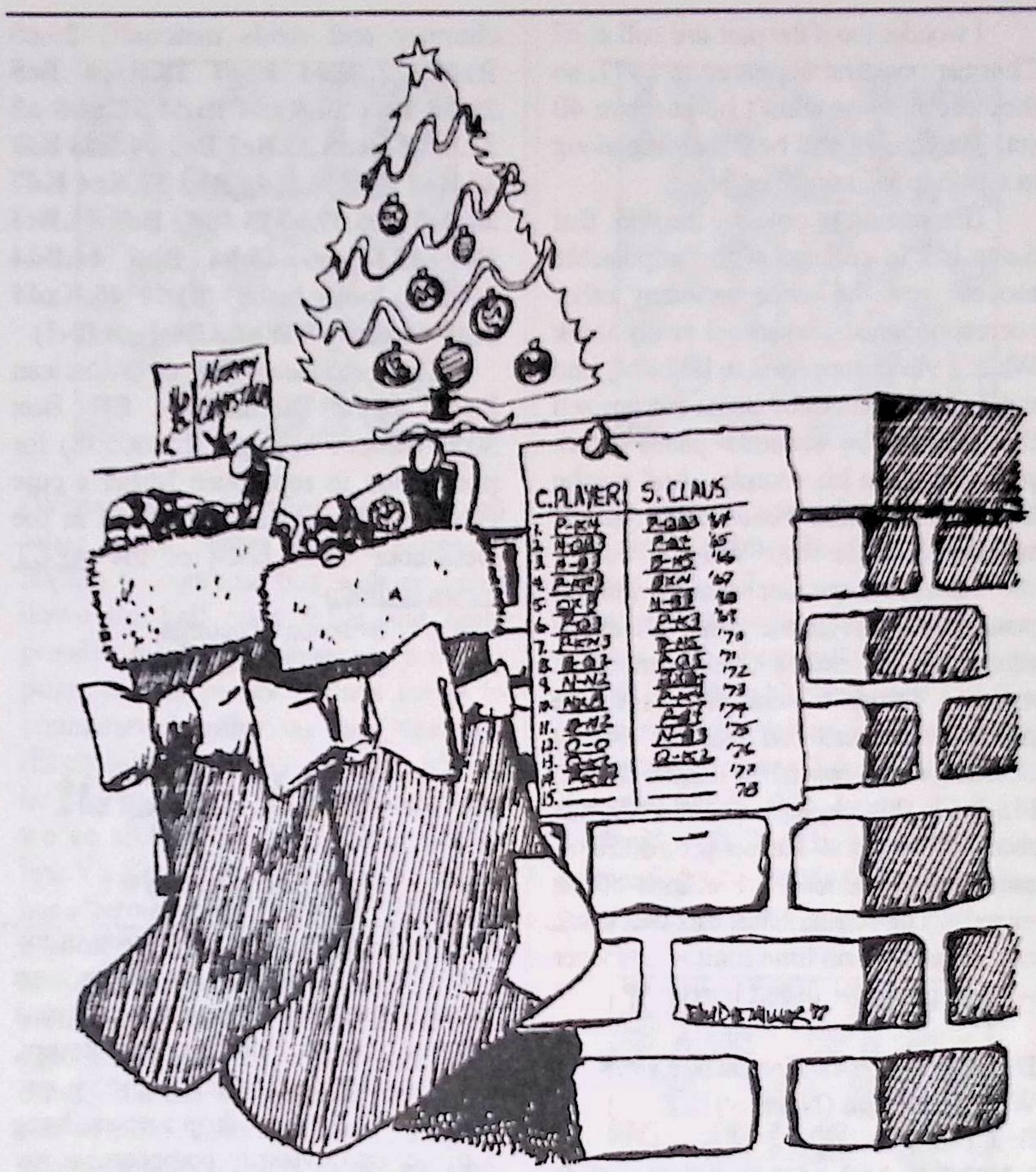
[Mike Sailer] - Several years ago I came across this old game between 3-time North Dakota champion Peter Thompson, and the world-famous author and chess-player, Andrew Soltis. Before Peter moved away, he game me permission to annotate the game in a future newsletter. I'm sure everyone will enjoy the game as much as I did when I first played over the moves.

US Open, St. Paul, 1982
White: Peter Thompson 2388
Black: GM Andrew Soltis 2532

1.g3 g6 2.Bg2 Bg7 3.Nf3 Nf6 4.O-O O-O 5.d3 d6 6.e4 c5 (Peter was one of the most knowledgeable players I had ever seen in terms of handling these type of king-side fianchetto systems. Andrew Soltis being an author of several Kings Indian books is no slouch either.) **7.Nbd2 Nc6 8.Re1 Ne8 9.Nf1 Nc7 10.e3 e5** (I can't say I understand Black's last three moves. I understand Black plays 8..Ne8 in order to open up the long diagonal for the bishop on g7. I also figured that 9..Nc7 was played in order to prepare the eventual b5 pawn push. However, Black then plays 10..e5 blocking the long diagonal and never even attempts to play b5. What has made chess so enjoyable for me over the past 15 years is the continual learning process of this magnificent game. Every

time I start to feel good about myself, I encounter a game such as this one that makes me realize how little I really do understand about chess.) **11.h3** (From my experience, these type of moves should be avoided unless you're planning on some type of expansion associated with a kingside attack. In this game, it is Black that ends up being the first one to attack on the kingside.) **11..h6 12.Ne3 Kh7 13.Nd5 Nxd5 14.ed Ne7 15.Nd2 b6 16.Kh2 Rb8 17.a4 f5 18.f4** (Peter has probably overplayed his hand with this move. It is a thematic blockading move in these type of positions. However, it doesn't appear that his pieces are optimally placed to support such a move. Playing for queenside counterplay might be a better idea.) **18..Bb7 19.c4 Ng8** (It has been real instructive watching the quiet maneuvering by both players. It is amazing how Soltis can turn a relatively placid position into a strong king-side attack.) **20.Ra2 g5** (Each player has been quietly positioning their pieces for the following pawn advancement. Black is simply looking to slowly build up a decisive attack on White's kingside. White will allow the attack to happen with the hope that black will overplay his position. If Black isn't careful, a White counter-attack could be strong.) **21.fg** (This move concedes that moving the f pawn was inaccurate.) **21..Qxg5 22.b3 Qg6 23.Rf1 Bc8 24.Nf3 Bf6 25.Raf2 Rb7 26.Ng1 Rg7 27.Ne2 Kh8 28.Rg1 Bg5 29.Bf3 Nf6** (Once again, analyzing Black's past several moves is extremely instructive. It doesn't appear that Black is doing anything. However, in the next few moves, Black crashes through on the kingside.) **30.Nf4** (Although this move doesn't work out for White, the position is probably beyond repair at this point. A well played game by Soltis.) **30..Qf7 31.h4 ef 32.hxg5 hxg5 33.Kg2 fg 34.Kxg3 g4 35.Rh2+ Rh7 36.Rxh7+ Nxh7 37.Bg2 f4+ 38.Kf2 g3+ 39.Ke1 f3 40.Bb2+ Kg8 41.Bxf3 Qxf3 42.Kd2 Qxd1+ 43.Kxd1 Bg4+ White Resigns**

Just another day at the office for Soltis.



Peter told me a humorous story about the post-analysis of the game. Soltis basically spent the next half hour telling Peter how inaccurate most of his moves were. I guess when chess is your career, you're allowed such liberties. Maybe in a future issue, I'll publish a game I lost to a GM. Needless to say, I didn't put up quite the resistance Peter did in this game.

The Rest of the Story

[John Leitel] - Best wishes to all our readers for a Merry Christmas and a Happy New Year! May your rating reach 2000 in the year 2000!

Cartoonist David Miller gives an interesting slant to the holiday season by envisioning a long-running chess game between old Santa and one of his friends. The thought occurs to me that Santa is at rather a disadvantage in this partie, as he apparently must respond almost instantly inbetween alighting in the parlor and leaving again a few moments later. Not much time for reflection! Mr. Player, in contrast, presumably has all year to get his next move ready. Santa must be a better player than we ever thought if he can accept that kind of time handicap. Wonder what his rating is? Maybe I could lick him if I had that much time to ponder!

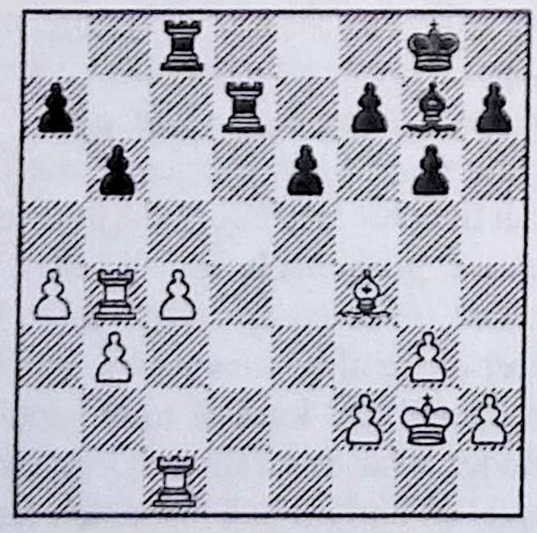
I wonder too if the pair are still at it? This cartoon first appeared in 1977, so they probably wouldn't be at move 40 yet. They might still be struggling along in a bishop vs. knight ending...

(Interesting to note, by the way, that Santa has to contend with "impossible moves" just the same as many other correspondence players. I really think White's 9th is supposed to be N-N1 and not N-N2. No doubt Santa recognized that in those few seconds' pause before proceeding on his rounds. And maybe he's got a whole bunch more games waiting along the way. Who knows?)

I started to ponder what my longest postal game was (in the terms of elapsed time, that is, rather than number of moves). I think the one below must be it. My opponent and I didn't exactly challenge the record of Santa and C. Player in this game, but it did run just short of four years! Rather protracted, as most postal games have a limit of not more than three years, but this was just a casual match -- no time limit whatsoever -- and I guess we didn't hurry!

December 1974 - November 1978
W: R. Andersen (Norway)
B: J. Leitel

1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7 4.O-O O-O 5.d4 d5 6.c3 Bf5 7.Nbd2 Nbd7 8.Re1 c5 9.Nf1 Be4 10.Ne5 Bxg2 11.Kxg2 Qc7 12.Bf4 Qb6 13.Nxd7 Nxd7 14.dxc5 Qxc5 15.Rc1 Rfd8 16.e4 dxe4 17.Qc2 Nf6 18.Nd2 Qc6 19.Nxe4 Nxe4 20.Qxe4 Qxe4+ 21.Rxe4 e6 22.a4 Rac8 23.Rb4 Rd7 24.c4 b6 25.b3?



25..Bf8! (Black sneaks down the chimney and steals material!) **26.c5 Rxc5 27.Rbc4 Rxc4 28.Rxc4 Bc5 29.b4 Rd4 30.Rxd4 Bxd4 31.Bb8 a5 32.bxa5 bxa5 33.Bc7 Bc3 34.Kf3 Kf8 35.Ke4 Ke8 36.Kd3 Bb4 37.Kc4 Kd7 38.Be5 Kc6 39.h3 f5 40.f3 Bd6 41.Bc3 Bc7 42.f4 h6 43.h4 Bb6 44.Bd4** (44.Be1 looks better) **Bxd4 45.Kxd4 Kd6 46.Kc4 e5 White Resigns (0-1)**

Thanks to Helen Warren (American Postal Chess Tournaments, P.O. Box 305, Western Springs, IL 60558) for permission to reproduce Miller's cute cartoon. It originally appeared in the December 1977 issue of the APCT News Bulletin.

Seasons Greetings,
John H. Leitel

'Check' It Out

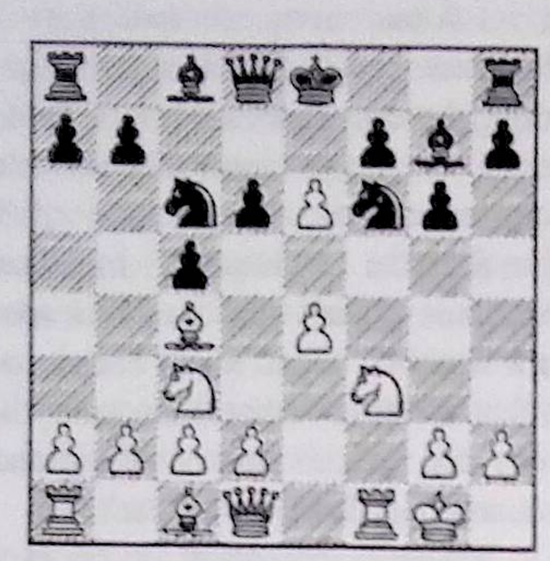
"The Natural"

[John Kasper] - Every so often in my chess books I'll come across the term "natural move". I suspect this means different things to different chessplayers, but at my level it would seem that any move which does not drop a pawn, hang a piece, or obviously compromise my game in a positional sense could be considered "natural".

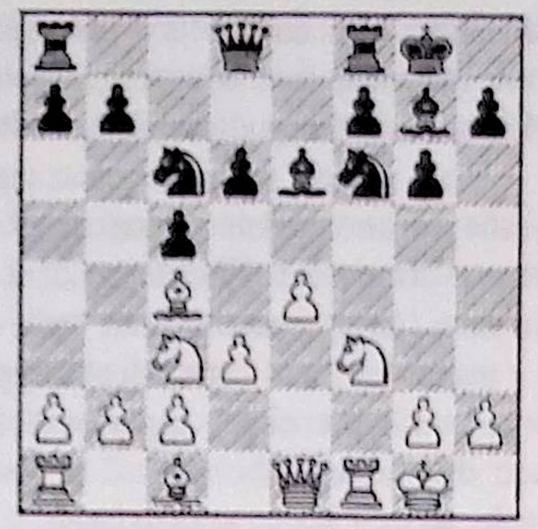
I say the above with tongue partly in cheek, but the truth is it does point to one of my (many) chess weaknesses. How many times have I looked at the board, thought for a bit, and then decided "Well, this move looks good / reasonable / ok / sound / playable / logical / natural / etc." and whipped it out, only to have my position disintegrate, sometimes slowly, sometimes quickly, by an opponent who is playing more closely in accord with the needs of the position. In one sense, it represents a form of "chess laziness" most of us need to guard against: analyse the position thoroughly and make moves which meet the needs of the position. Don't settle for second best! Easier said than done, of course, but hopefully I can illustrate this better with the following game, trying to show you some of the flaws in my thinking and where I might have improved.

W: Kevin Carl (1920)
B: John Kasper (1808)

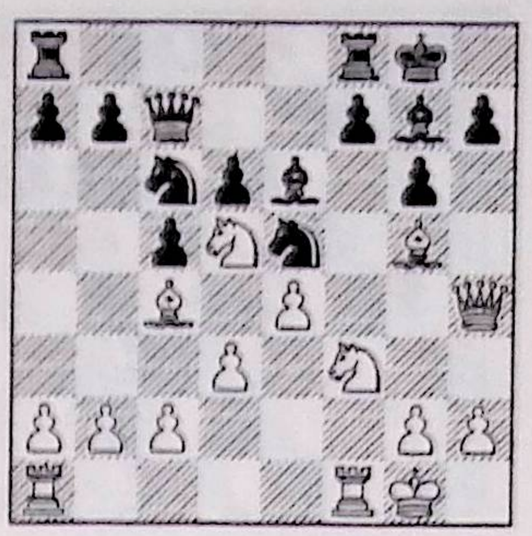
1.e4 c5 2.Nc3 (This move often signals the start of a Closed Sicilian. As will be seen, however, there are other possibilities and here White will play 3.f4, transposing into a Grand Prix - like system. The usual move order of the Grand Prix Attack [1.e4 c5 2.f4] has often been met with 2..d5 3.exd5, and then Black can play 3..Qxd5 or offer a pawn with 3..Nf6, in both cases obtaining a good game. Grand Prix players generally love to attack but especially with the Black gambit 3..Nf6 mentioned above, White is forced into a more positional, defensive role. Thus many White players will first play 2.Nc3, stopping the immediate 2..d5. I think someone has called this last line the Grand Prix "Deferred", but it has no "official" name to my knowledge.) **2..Nc6 3.f4 d6** (This is certainly playable. I had been using different move orders in the Sicilian, but another good possibility for Black to play against both the Closed Sicilian and the Grand Prix "Deferred" would be to omit an immediate 3..d6 and play ..g6, ..Bg7, ..e6, and Nge7.) **4.Nf3 g6 5.Bc4** (White can also play 5.Bb5 here, but I think the text is more aggressive. If 5.Bb5, then 5..Bd7.) **5..Bg7 6.O-O e6** (This is likely the most usual move in this position, fighting for d5 and blunting the effect of the strong Bc4. Also possible would have been 6..Nf6 or 6..Nd5.) **7.f5** (This is a typical thrust in this opening. I told you these people were aggressive!) **7..Nf6** (Also possible, according to the EMCO, would be 7..Nge7, and even 7..exf5 or 7..gxf5. I didn't even consider the last two moves during the game, and probably still wouldn't, because I don't like the idea of opening the center with an uncastled King or rupturing my Kingside without a very good reason.) **8.fxe6**



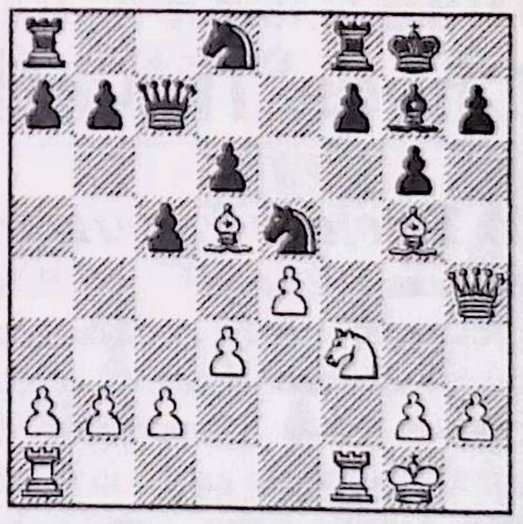
(An important crossroad. After the game my opponent and I felt that 8..fxe6 was needed here. That way White would be unable to use the d5 square effectively and the white bishop's power [on c4] would be dampened somewhat. However, on further analysis, after 8..fxe6 White has the interesting move 9.e5, which gives Black problems. The counterthrust 9..d5 loses to the simple 10.exf6 when the white pawn is ready to continue devouring the black army while its counterpart on d5 hasn't even started. If Black instead captures with 9..Nxe5 or 9..dxe5, he will have doubled, isolated pawns on an open file which bottle up his pieces [if 9..Nxe5 10.Nxe5] while White has potential use of his 34 square. Now that's compensation for a pawn! Finally, if 9..Nd7 10.exd6 leaves Black temporarily down a pawn with an isolated pawn at e6 and a drafty looking Kingside. Therefore I now believe that 8..Bx36 was correct. Black will in fact lose control of d5 and the bishop on c4 will in fact become a monster only because of subsequent mistakese by Black.) **8..Bxe6 9.d3 O-O** (I rejected 9..Bxc4. While it doubles pawns on the c file and isolates the e4 pawn for White, it also creates a backward pawn for Black on d6 and gives White an iron grip on d5.) **10.Qe1**



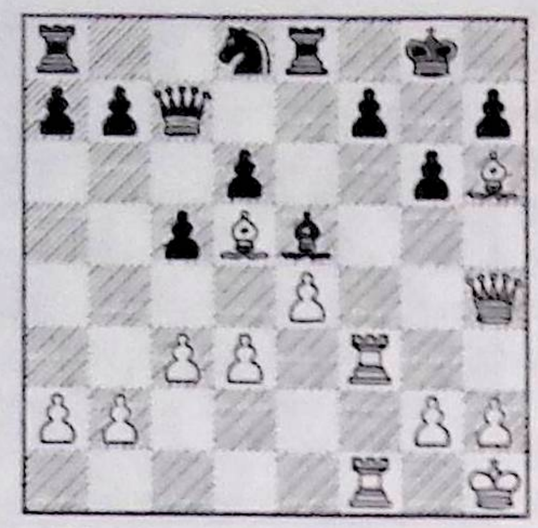
(White is going to swing his queen and other spare pieces to the Kingside, hoping to combine this with pressure down the half open f file and quite possibly use the d5 square as a jumping point for his pieces. Black needs to counterattack either on the Queenside (likely beginning with ..a6 and ..b5), or he can counter in the center, which as we've all been told, is the best way to break a Kingside attack anyway. White has a "strongpointed" e4 while Black has a good grip on the dark squares in the center. The d5 square hangs in the balance...) **10..Nd7** (Black choses the right area in which to counterattack [the center] but the wrong method. This is one of those "natural" looking moves I was talking about. It has a certain logic to it ["Gosh, I can't wait to start using those dark squares!"], yet it's a strategic disaster as it hands d5 and/or the associated diagonal to White. Small wonder Black's game goes downhill quickly from here. With the above discussion in mind, why not play 10..d5 and directly challenge on the central light squares? I believe this would have given Black at least equality. Then the thrust 11.e5 could be met with the simple 11..dxc4 12.exf4 Bxf6.) **11.Bg5 Qc7** (The queen will be vulnerable here.) **12.Qh4 Nde5** (In retrospect, perhaps better would have been 12..Bxc4 and 13..Nb6.) **13.Nd5**



(In the space of a very few moves White has mobilized nearly all of his pieces, gained control over much of the Kingside, grabbed d5 for his pieces, and retains his half open f file. Black has moved his Nf6 to Ne5 and must now lose a move with his queen or allow the Bc4 to increase its power. I think I know who got the better deal here!) **13..Bxd5 14.Bxd5** (This bishop is now dominating.) **14..Nd8** (This move is just plain bad. 14..Nb4 is a better try.)



15.Bh6 (This move preserves a significant White advantage, but immediately forcing would have been the following: 15.Nex5 Bxe5 16.Be7 Bxb2 17.Rab1 Bd4+ 18.Kh1 Nc6 [18..Re8 19.Bxd8 Qxd8 20.Qxd8 Rexd8 21.Rxb7] 19.Bxf8 Rxf8) **15..Nxf3+** (And after all that, Black exchanges off the knight on e4! 15..Bxh6 was likely a better try.) **16.Rxf3 Bd4+** (Black should have first played 16..Bxb7, although it wouldn't have changed the result.) **17.Kh1 Re8 18.c3 Be5 19.Raf1** (White has crushing pressure along the f file.)



19..Ne6 (If 19..Re7 20.Bg5) **20.Qf2 f6** (This attempts to construct a blockade on the f file, but now the Be5 will be trapped.) **21.d4 cxd4 22.cxd4 Black Resigns (1-0)**

Of course, much of the time we do in fact choose "natural" moves during the course of our games, but when you do, try to make it also fall into the category of "best" or at least "good" as well!

Chess Traveler

"A Tyrolean Experience"

[Jonathan Dachlin] - Perusing encyclopedic tomes of chess one is constantly exposed to various and sundry annotated games. Supposedly, if one were to study these games in depth one would receive some sort of divine enlightenment which would allow the recipient to unleash unimagined devastation across the chessboards of the world. Of course, this is nothing more or less than a pile, and a rather large one at that, of horse malarkey. After all, any idiot can inform you that the Latvian and the Baboon are the only two worthwhile openings one can employ in a serious contest of chess. (Just kidding.)

Although exposing oneself to these analytical and boring diatribes on the intricacies of moving the chess pieces in concert with one another may enhance one's performance during chess encounters, it most definitely inhibits one's exposure to those matters pertaining to chess culture. That is why I am here and that is why I'm going to tell you something about chess culture.

The image is quite clear in the minds of most Americans insofar as chess is concerned. There they are. Two old men. Sitting across from each other in a general store in rural Mississippi. A large pickle barrel serving as a table for their dilapidated chessboard to rest on. Each move lasts approximately one millenium. No wonder boredom sets in, especially for the spectator. Usually there are no spectators. Imagine that.

The image of chess as being an endeavour worthy of having spectators is one that is, in essence, nonexistent in this country. Cinematic endeavors such as "Searching for Bobby Fischer" have been attempts at remedying this situation, but with little success.

However, chess is a spectator sport in many areas of the world and has been for quite some time. A quick peek at one of these spectacles not located on American soil is worthy of our time and consideration.

The location: Innsbruck, Austria. The scene: the Hofgarten.

Several years ago I had the wonderful opportunity to live and work in a very scenic part of Austria. I had been selected for a position as an English Language teaching assistant. My employer was a high school in Innsbruck. Innsbruck is located in the province of Tyrol which lies due south of Bavaria. During my freetime I explored the secret nooks and crannies of this beautiful European city. One of my numrous discoveries was the Hofgarten. This is a large park which lies adjacent to the older district of Innsbruck. The park is quite lovely with all of the attributes one normally associates with a park. Smack dab in the middle of the park is a gazebo which is the location for the many musical and theatrical performances one can experience during the warmer months of the year.

On two opposite sides of this structure, laid within the cement flooring of its foundation, are two very large chessboards. The park supervisor will, during the early morning hours, bring out some very large chess pieces which fit very nicely on the squares of these chessboards. Situated in strategic locations in the vicinity of this area are park benches which allow those passing by this structure to rest their weary bones from the tedious nature of sightseeing and walking through the park.

Without exception I could pass through this park on any given day and a chess game would be in progress (usually two - one on each side of the gazebo). I had taken quite a lengthy hiatus from the game since my high school days. This spectacle became the catalyst for my reentry into this most wonderful world of therapy -- chess.

Weather was not a factor. As the winter months approached stocking caps and mittens would miraculously appear and the event would continue as if the climatic events did not even exist.

After the Second World War, Germany was rebuilt with the aid of numerous outsiders. The human loss suffered by the German speaking realm was devastating, so the Allies had to invite outside workers to come to the aid of rebuilding Germany and Austria. These workers were called Gastarbeiter (guest workers). One can still find successive generations of these workers throughout Western Europe. Austria is no exception. During my stay in Innsbruck I encountered numerous individuals from what was then Yugoslavia. Among chess enthusiasts it is no secret that chess is a major passion among those inhabiting the land of Yugoslavia. The Yugoslavians gracing the streets of Innsbruck were no different. I could find them haunting the cement slabs of the Hofgarten. However, the Austrians and one American were not absent from the scene.

The scene was mesmerizing. The action is different from what we experience here in the ND-MN area. The players would alternately walk into the middle of the board. At that point

they would pick up one of the chess pieces and carefully place it on the desired square. Unlike the settings we encounter here, one would not have to walk over to a table and glance over the shoulders of the players to analyze the position. One could merely stand or sit several feet away from the board and clearly observe the state of affairs between the two warring parties.

Humor was not absent from the scene. Quite naturally when one of the two combatants would make a very dubious and brain-crazed move a series of "ooooohhhhhs" and "aaaaahhhhhs" expressed in Austrian and Serbo-Croatian dialects were emitted from the large group of spectators gracing the area. Needless to say, the error-committing player would respond with a loud "Shut up!" in his own dialect. Interestingly, this expression seems to be one that is easily comprehended by one and all the world over, even if it is expressed in a tongue with which one is unfamiliar.

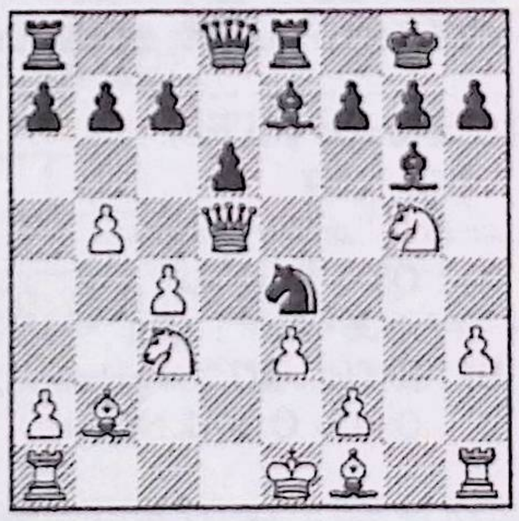
My interest in the game itself was paramount, but my interest in the linguistics of the setting were also piqued. Although I had studied the German language in a formal setting prior to my arrival, the German which I encountered in Innsbruck was filled with dialectal quircks which made the whole process of comprehension a messy matter. Introduce this problem to chess terminology and one can see that I had a real problem on my hands. I would also hear numerous Serbo-Croatian utterances from the Gastarbeiter as to the chess positions which made absolutely no sense to me. Aside from my own Mickey Mouse analysis as to what was going on during that particular game I basically possessed a total inability to grasp the finer points of chess analysis as it was verbally expressed on those sunny and cold afternoons in the Hoftgarten.

However, comprehension of those verbalizations was not necessary in the eternal scheme of things insofar as chess is concerned. For chess, like music, is an international language which brings people together. The setting in the Hoftgarten was a perfect forum for this process and it was an experience which reintroduced me to a love for the Royal Game.

Perhaps such a setting is what is needed to ignite a passion in this country for what is such a very old and very passionate game.

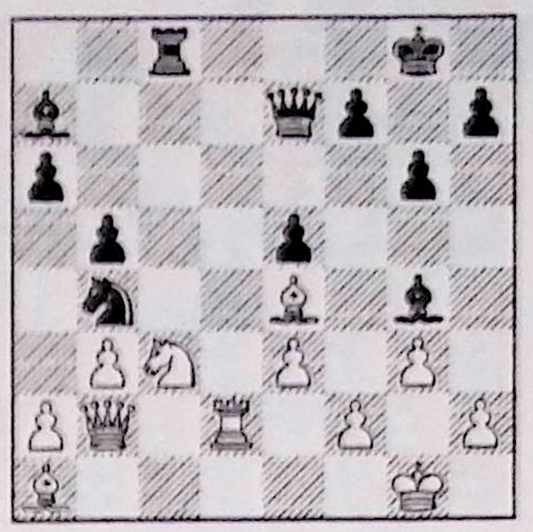
Featured Games

1996 ND State Postal Championship
Sokolsky's Opening (The Orangutan)
W: Chris Mulligan
B: Todd Wolf
1.b4 e5 2.Bb2 Nf6 3.b5 d6 4.e3 Be7 5.c4 O-O 6.Nc3 Be6 7.Nf3 Nbd7 8.d4 Bg4 9.h3 Bh5 10.g4 Bg6 11.Bg2 exd4 12.Qxd4 Nc5? 13.Bf1 Re8 14.g5 Ne6 15.Qd2 Ne4 16.Qd5 N6xg5 17.Nxg5



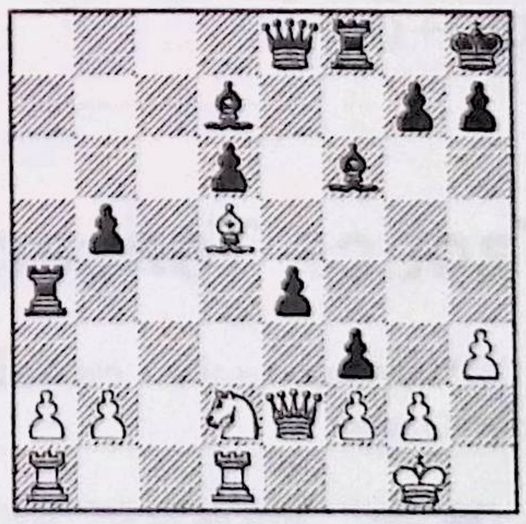
17..Nxc3! 18.Bxc3 Bxg5 19.Qxb7?? Be4 White Resigns (0-1)

1996 ND State Postal Championship
Reti Opening
W: Brent Askvig
B: Rick Case
1.Nf3 Nf6 2.d4 c5 3.c4 cxd4 4.Nxd4 e5 5.Nb5 d5 6.cxd5 Bc5 7.e3 O-O 8.Be2 Nxd5 9.O-O Nc6 10.N1c3 Nxc3 11.Nxc3 Be6 12.b3 Rc8 13.Bb2 Qc7 14.Rc1 Rfd8 15.Qc2 Qe7 16.Rfd1 Rxd1+ 17.Rxd1 a6 18.Bd3 g6 19.Qe2 b5 20.Bb1 Qh4 21.Be4 Nb4 22.g3 Qe7 23.Ba1 Bb6 24.Qb2 Bg4 25.Rd2 Ba7



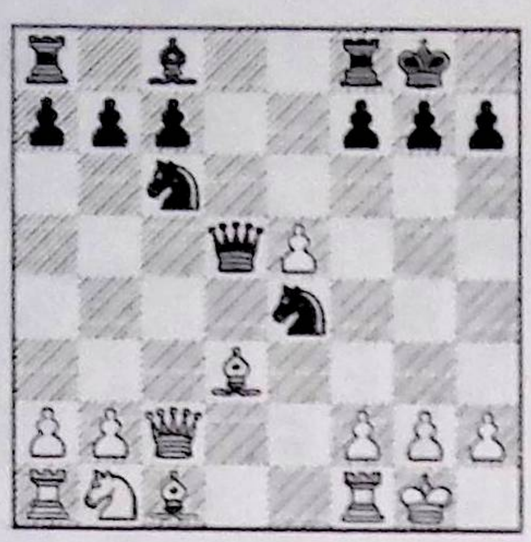
26.Nd5 Nxd5 27.Bxd5 Draw Agreed (½-½)

1996 ND State Postal Championship
Sicilian Defense - Morra Gambit
W: John Allensworth
B: Cliff Berger
1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 d6 6.Bc4 e6 7.O-O Be7 8.Qe2 Nf6 9.Rd1 e5 10.Be3 Bg4 11.h3 Bd7 12.Nb5 Nxe4 13.Bxa7 Nxa7 14.Nxa7 Rxa7 15.Qxe4 O-O 16.Bd3 f5 17.Bc4+ Kh8 18.Qe2 Qe8 19.Re1 b5 20.Bd5 Bf6 21.Red1 e4 22.Nd4 Ra4 23.Nb3 f4 24.Nd2 f3



25.Nxf3 exf3 26.Qxf3 Bxb2 27.Re1 Rxf3 28.Rxe8+ Bxe8 29.Re1 Rf8 White Resigns (0-1)

1996 ND State Postal Championship
Petroff's Defense (Symmetrical Var.)
W: Doug Berger
B: Brian Thompson
1.e4 e5 2.Nf3 Nf6 3.d4 Nxe4 4.Bd3 d5 5.Nxe5 Bd6 6.O-O O-O 7.c4 Bxe5 8.dxe5 Nc6 9.cxd5 Qxd5 10.Qc2

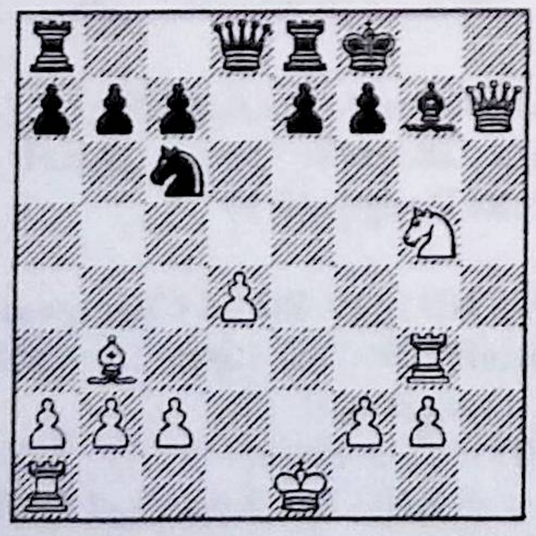


10..Nb4 11.Bxe4 Nxc2 12.Bxd5 Bf5 13.g4 Bxg4 14.Be4 Nxa1 15.Bf4 f5 16.Bd5+ Kh8 17.Rc1 c6 18.Bg2 Rfd8 19.Nd2 Rxd2 20.Bxd2 Rd8 21.Bc3 Rd1+ 22.Rxd1 Bxd1 23.f4 Kg8 24.Kf2 Bc2 25.b4 Nb3 26.axb3 Bxb3 27.Ke3 Kf7 28.Kd4 Ke6 29.b5 Black Resigns (1-0)

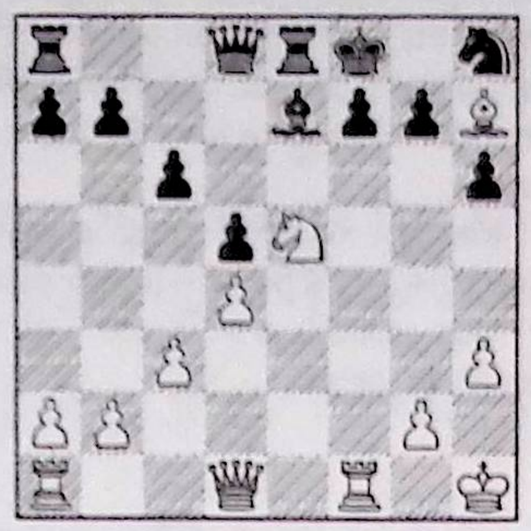
ICC Blitz Chess
W: Dale Hagen
B: Kiebitz
1.d4 f5 2.h3 (Known as the anti-Dutch spike, 2.h3 will always give you a wild game when playing blitz.) **Nf6 3.g4 fxg4 4.hxg4 Nxg4 5.Qd3 Nf6 6.Rxh7 Rxh7 8.Qg6++ (1-0)**

Tactics Teasers

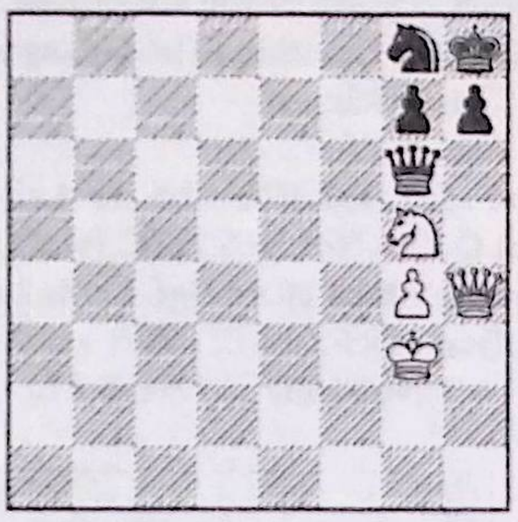
In the following positions, can you find the best move?



A. White to play and mate in 2.



B. White to play and mate in 2.



C White to play and mate in 2.

Answers to Tactics Teasers:
A) 1.Qh8+ Bxh8 2.Nh7++
or 1.Ne6+ fxe6 2.Qxg7++
B) 1.Rxf7+ Nxf7 2.Ng6++
C) 1.Qxh7+ Qxh7 2.Nf7++

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Post Mortem

[Brian Thompson] - In order to be published, all correspondence must include the member's name. Material will be included as space allows, and may be edited to fit the space that is available.

Congratulations to Nolyn Falcon for the start of a weekly chess club in the Bismarck-Mandan area. Thursday nights at the Bismarck Barnes & Noble feature chess games, instruction, and fun for all. Keep up the good work Nolyn!

Many thanks to all who contributed to this edition of the newsletter! New contributors are welcome!

Club Kasparov

PROUDLY PRESENTS

2000

WORLD SCHOOL CHESS CHAMPIONSHIPS

ON THE INTERNET

ENTRY FORM

(Please Print or Type)

(K-5)	(6-8)	(9-12)
____ ELEMENTARY	____ JUNIOR HIGH	____ HIGH SCHOOL

ENTRY FEE - "FREE"

SCHOOL NAME _____
SCHOOL ADDRESS _____
COUNTRY _____
SCHOOL PHONE# _____ FAX# _____
E-MAIL ADDRESS _____
SUPERVISOR / COACH / ADVISOR NAME _____
ADDRESS _____ CITY / STATE / ZIP _____
TELEPHONE: WORK ( ) _____ HOME ( ) _____
E-MAIL ADDRESS _____
SIGNATURE AUTHORIZED SCHOOL OFFICIAL _____
POSITION _____

TEAM MEMBERS (Please List in Rating Order)

PRIMARY	RATING	ALTERNATES	RATING
1. _____	_____	1. _____	_____
2. _____	_____	2. _____	_____
3. _____	_____	3. _____	_____
4. _____	_____	4. _____	_____
5. _____	_____	5. _____	_____
6. _____	_____	6. _____	_____

SCHEDULE: Indicate <u>day of the week and time</u> you prefer. (List 1st, 2nd and 3rd choice)

____ Monday ____ Tuesday ____ Wednesday ____ Thursday ____ Friday TIME: _____

******** SCHOOL CALENDAR MUST ACCOMPANY THIS ENTRY FORM TO ALLOW FOR SCHEDULING ********

MAIL this entry along with school calendar to:

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New York, NY 10006

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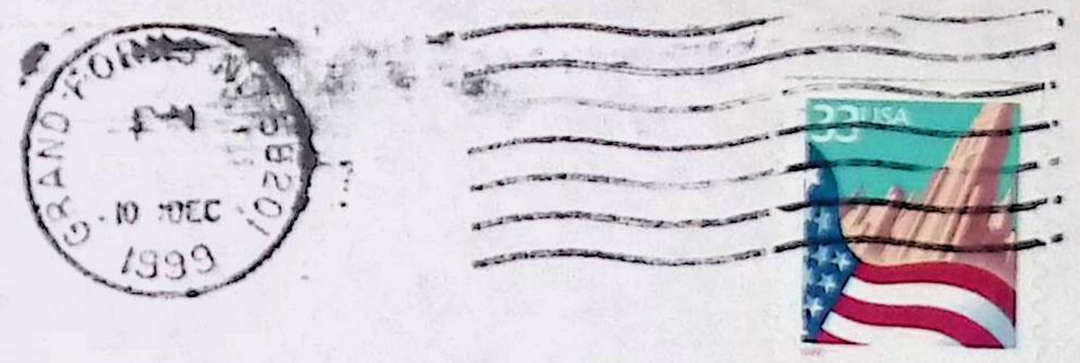
Brian E. Thompson, Vice President
1257 North 3rd Street
Fargo, ND 58102-2726



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